

Canvas Rendering Context

Bird

position: Vector
velocity: Vector

draw
move
constructor
(x: number,
y: number,
velX: number,
velY: number)

Alle Rückgabewerte
der Methoden
sind: void

Person

position: Vector
velocity: Vector
color: string
right: boolean

draw
move
constructor
(x: number,
y: number,
velX: number,
velY: number)

Vector

x: number
y: number

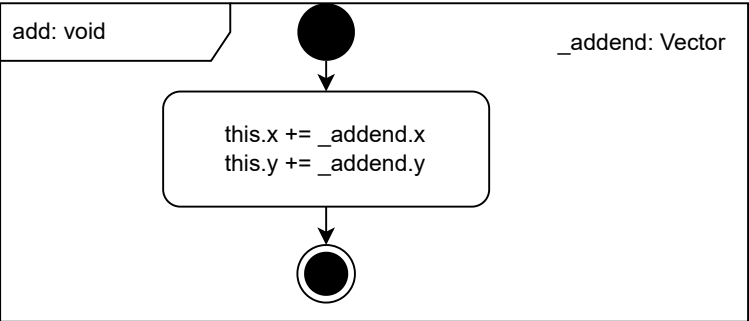
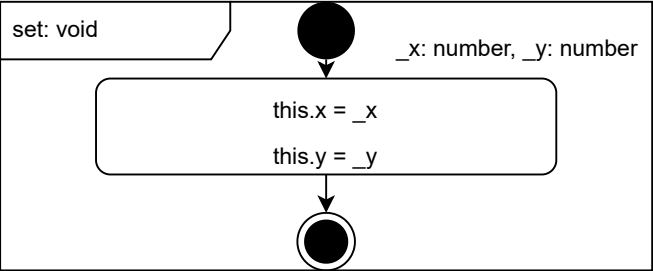
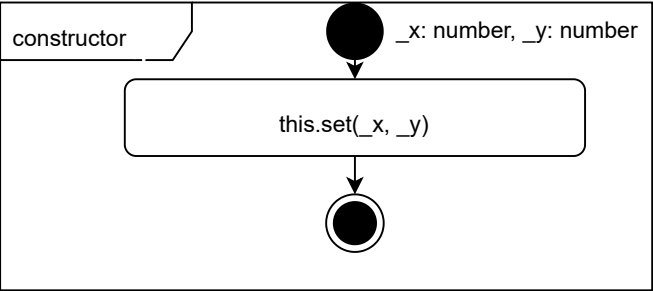
set (x: number, y: number)
add (-addend: Vector)
constructor (x: number, y: number)

Cloud

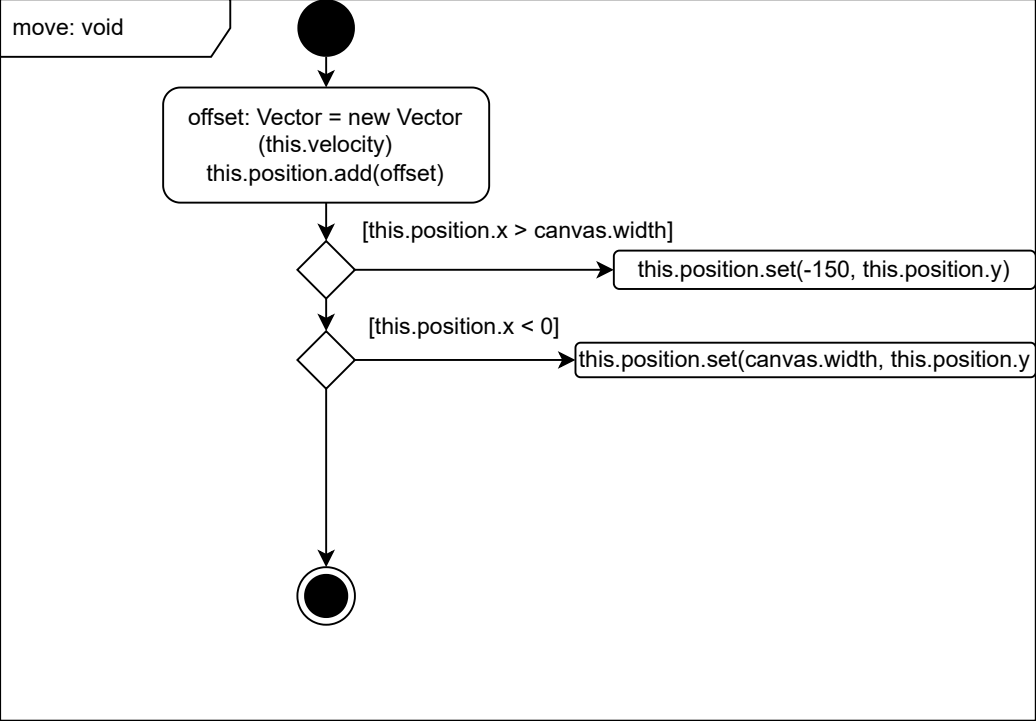
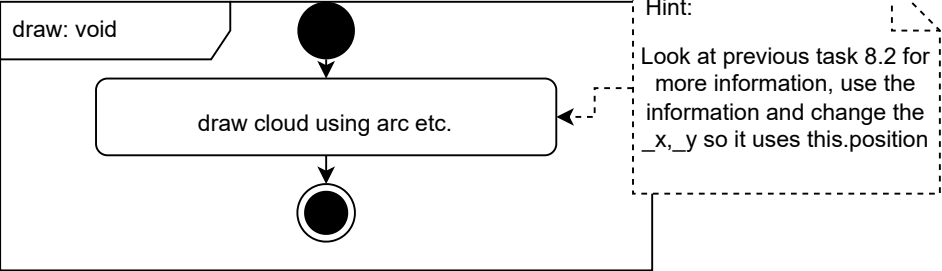
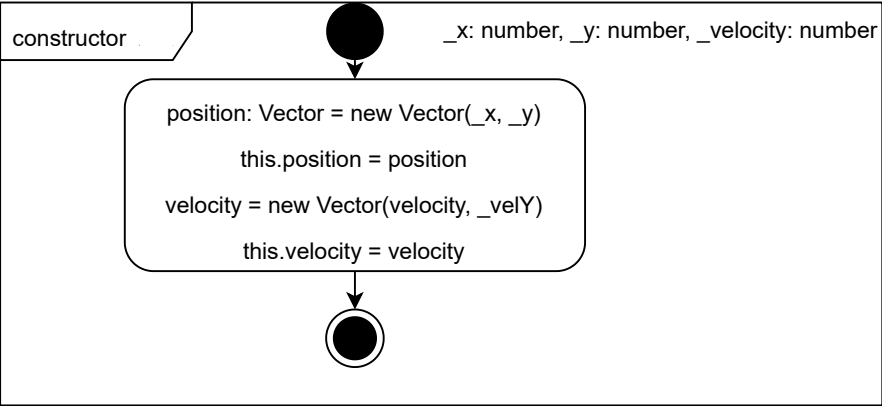
position: Vector
velocity: Vector

draw
move
constructor
(x: number,
y: number,
velocity: number)

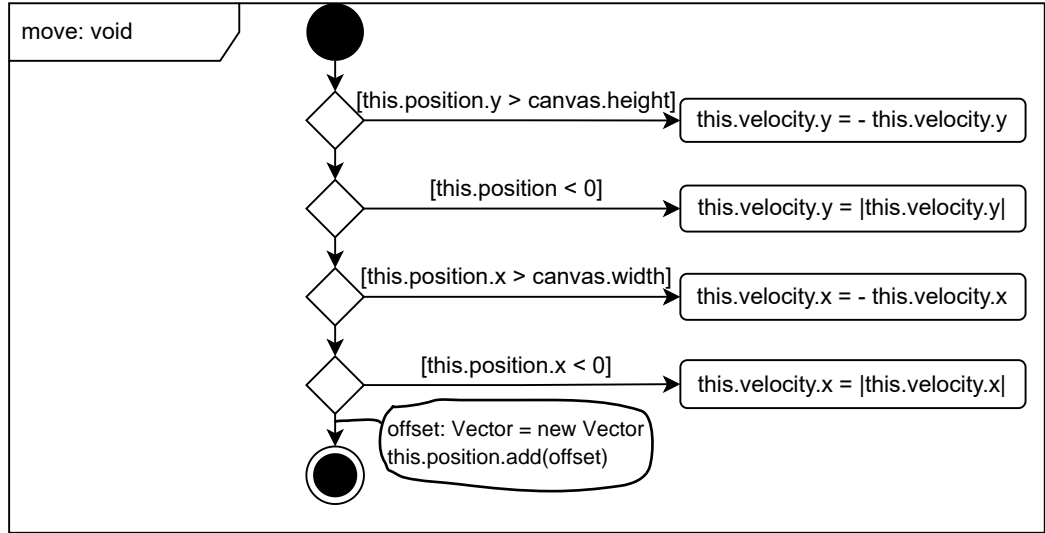
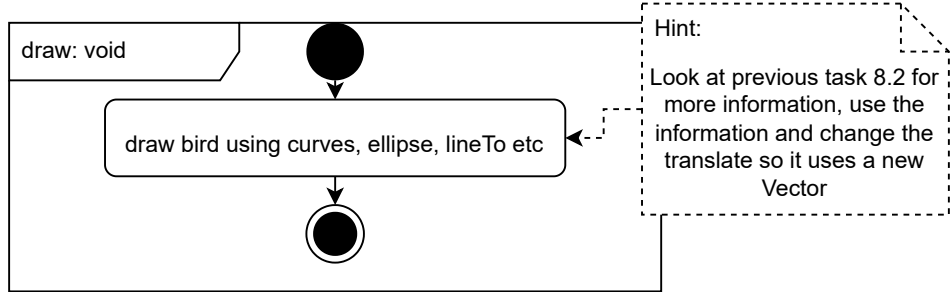
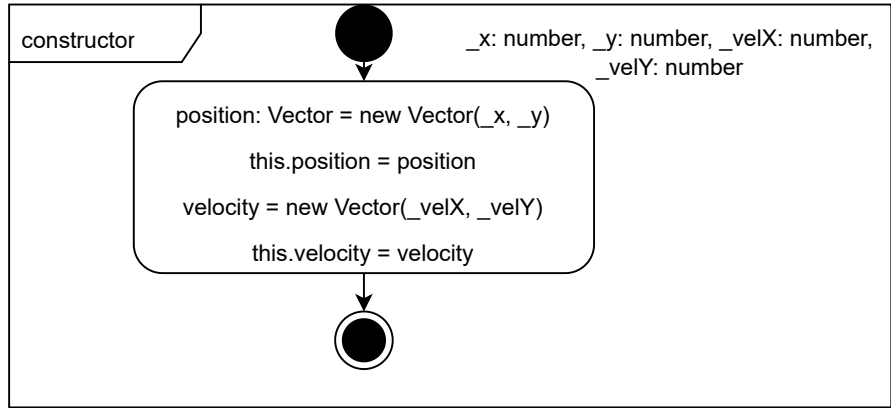
Activity Diagram: Vector



Activity Diagram: Cloud



Activity Diagram: Bird



Activity Diagram: Person

